Roll No. | | | | | | | | | | | | Total No. of Pages : 02

Total No. of Questions : 18

BMCI (2014 & Onwards) (Sem.–3)

COMPUTER GRAPHICS

Subject Code : BSBC-602

M.Code : 72584

Time : 3 Hrs. Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.
3. SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.

SECTION-A

1. What is passive graphics?

2. Define random scan systems.

3. Write principle of character generation.

4. What are homogeneous co-ordinates?

5. What is the significance of shearing transformation?

6. Define line and polygon.

7. What is the need of ext clipping?

8. Write equations for 3D rotations.

9. What is the significance of look-up table?

10. Define resolution.

SECTION-B

11. What are color models? Explain how RGB color model is different from CMY model?

12. Discuss various area filling techniques.

13. Define clipping. Explain Cohen Sutherland algorithm of clipping.

14. Explain how shadow mask technique is different from- beam penetration method.

15. What is 3D graphics? Explain how translation is performed in 3D graphics?

SECTION-C

16. What is computer graphics? What are its applications? Explain

17. Write notes on :

    a) 2D Scaling and Rotation transformations

    b) Parallel and Perspective Projections

18. Define circle. What are its characteristics? Write and explain Bresenham's algorithm for scan converting a circle.

NOTE : Disclosure of Identity by writing Mobile No. or Marking of passing request on any paper of Answer Sheet will lead to UMC against the Student.